

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Canceled)
2. (Previously Presented) A method of wagering, comprising:
 - automatically gathering statistics about a primary player, the statistics based at least in part on a number of games previously won or lost by the primary player;
 - processing the statistics on a host computing system to determine at least a win/loss percentage corresponding to the primary player;
 - receiving a primary wager from the primary player regarding an outcome of a gaming event;
 - transmitting primary wager information to the host computing system;
 - transmitting the statistics about the at least one primary player to a secondary player;
 - receiving a secondary wager placed by the secondary player, the secondary wager being placed after the secondary player reviewed the statistics;
 - transmitting secondary wager information to the host computing system;
 - determining the outcome of the gaming event;
 - determining the outcome of the primary wager at the host computing system based on the determined outcome of the gaming event; and
 - determining the outcome of the secondary wager at the host computing system based on the determined outcome of the primary wager.
3. (Previously Presented) The method of claim 2, further comprising:
 - paying winnings to the primary player if the outcome of the primary wager is successful; and

collecting the wager from the primary player if the outcome of the primary wager is unsuccessful.

4. (Previously Presented) The method of claim 2, further comprising:
paying winnings to the primary player if the outcome of the primary wager is successful;

collecting the wager from the primary player if the outcome of the primary wager is unsuccessful;

paying winnings to the secondary player if the outcome of the secondary wager is successful; and

collecting the wager from the secondary player if the outcome of the secondary wager is unsuccessful.

5. (Previously Presented) The method of claim 2, further comprising:
determining statistics for the primary player based at least in part on a past success rate of a number of primary wagers placed by the primary player; and

displaying the determined statistics for the primary player to at least the second player via a handheld wireless communications device.

6. (Canceled)

7. (Previously Presented) The method of claim 2, further comprising:
determining statistics for the primary player based at least in part on a past success rate of a number of previous primary wagers placed by the primary player; and

determining an amount to pay the secondary player if the secondary wager is successful.

8. (Previously Presented) The method of claim 2, further comprising:
receiving a tertiary wager placed by a tertiary player regarding an outcome of the secondary wager of the secondary player; and
transmitting tertiary wager information to the host computing system.

9. (Previously Presented) The method of claim 2 wherein receiving the primary wager from the primary player regarding the outcome of the gaming event includes receiving at least one wagering piece from the primary wager at a gaming event site at which an occurrence of the gaming event takes place.

10. (Previously Presented) The method of claim 2 wherein receiving the primary wager from the primary player regarding the outcome of the gaming event includes receiving at least one wagering piece from the primary wager at a remote site, the remote site being remote with respect to a gaming event site at which an occurrence of the gaming event takes place.

11. (Previously Presented) The method of claim 2 wherein receiving the primary wager from the primary player regarding the outcome of the gaming event, includes, receiving at least one wagering piece at a gaming table.

12. (Previously Presented) The method of claim 2 wherein receiving the primary wager from the primary player regarding the outcome of the gaming event, includes, receiving at least one of cash and a wagering piece at a gaming machine.

13. (Previously Presented) The method of claim 2 wherein receiving the secondary wager from the secondary player regarding the outcome of the primary wager of the primary player, includes receiving a communication from a handheld wireless communications device located at a remote site, the remote site being remote with respect to a site of an occurrence of the gaming event.

14.-15. (Canceled)

16. (Previously Presented) The method of claim 21, further comprising:
automatically detecting, with a gaming processor, at least one wagering piece placed on a gaming table by the primary player before an occurrence of the gaming event, the gaming processor located remotely with respect to the secure host computing system.

17. (Previously Presented) The method of claim 16 wherein automatically detecting, with a gaming processor, at least one wagering piece placed on the gaming table by the primary player includes automatically imaging at least the one wagering piece placed on the gaming table by the primary player before the occurrence of the gaming event.

18. (Previously Presented) The method of claim 16 wherein automatically detecting, with a gaming processor, at least one wagering piece placed on the gaming table by the primary player includes automatically detecting at least the one wagering piece placed on the gaming table by the primary player before an occurrence of the gaming event.

19. (Previously Presented) The method of claim 21, further comprising:
automatically detecting, with a gaming processor, at least one wagering piece placed on a gaming table by the secondary player before an occurrence of the gaming event, the gaming processor located remotely with respect to the secure host computing system.

20. (Previously Presented) The method of claim 21 wherein receiving secondary wager information at the secure host computing system from a wireless handheld communications device includes receiving a communications signal from the wireless handheld communications device operated by the secondary player before an occurrence of the gaming event.

21. (Currently Amended) A method of operating a wagering system, the method comprising:

collecting raw gaming information with at least one sensor located at a gaming position;

processing the raw gaming information on a host computing system to generate at least one win/loss statistic about a primary player;

receiving primary wager information at the host computing system, the primary wager information corresponds to a primary wager placed by the primary player in anticipation of an outcome of a gaming event;

transmitting the at least one statistic corresponding to the primary player to a secondary player;

receiving secondary wager information at the secure host computing system, the secondary wager information regarding a secondary wager placed by a secondary player in relation to an anticipated outcome of the primary wager of the primary player, the secondary wager being placed after the secondary player reviewed the at least one statistic, wherein the secure host computing system is located in a limited access area closed to the players;

determining the outcome of the gaming event;

determining the outcome of the primary wager at the host computing system based on the determined outcome of the gaming event; and

determining the outcome of the secondary wager at the host computing system based on the determined outcome of the primary wager.

22. (Previously Presented) The method of claim 21, further comprising:

paying winnings to the primary player if the outcome of the primary wager is successful; and

collecting the wager from the primary player if the outcome of the primary wager is unsuccessful.

23. (Previously Presented) The method of claim 21, further comprising:
paying additional wagering pieces to the primary player if the outcome of the primary wager is successful; and
collecting the at least one wagering piece from the primary player if the outcome of the primary wager is unsuccessful.

24. (Previously Presented) The method of claim 21, further comprising:
crediting winnings to a player account corresponding to the primary player if the outcome of the primary wager is successful; and
debiting the player account in an amount of the wager if the outcome of the primary wager is unsuccessful.

25. (Previously Presented) The method of claim 21, further comprising:
paying winnings to the secondary player if the outcome of the secondary wager is successful; and
collecting the wager from the secondary player if the outcome of the secondary wager is unsuccessful.

26. (Previously Presented) The method of claim 21, further comprising:
paying additional wagering pieces to the secondary player if the outcome of the secondary wager is successful; and
collecting the wagering piece from the secondary player if the outcome of the secondary wager is unsuccessful.

27. (Previously Presented) The method of claim 21, further comprising:
crediting winnings to a player account corresponding to the secondary player if the outcome of the secondary wager is successful; and
debiting the player account in an amount of the wager if the outcome of the secondary wager is unsuccessful.

28.-34. (Canceled)

35. (Currently Amended) A wagering system, comprising:

a statistic corresponding to a primary player, wherein the statistic includes at least a win/loss percentage of a past performance of the primary player;

a primary wager input device to produce primary wager information regarding a primary wager placed on an outcome of a gaming event;

a secondary wager input device to produce secondary wager information regarding a secondary wager placed on an anticipated outcome of the primary wager, the secondary wager input device configured to automatically determine the statistic without receiving raw data from the secondary player; and

a processor remotely located with respect to the secondary wager input device, the processor coupled to receive the primary and the secondary wager information and programmed to determine the outcome of the primary wager based on the outcome of the gaming event and the outcome of the secondary wager based on the determined outcome of the primary wager.

36. (Original) The wagering system of claim 35 wherein the primary wager input device comprises an imager positioned to image at least one wagering piece on a gaming table.

37.-38. (Canceled)

39. (Previously Presented) The method of claim 2 wherein processing the statistics on a host computing system includes the host computing system being located in a secure area